

Starting Area

Area 3

Area 1

Area 2



Copper 1: 2 Copper Treasure, 2 Conquest Tokens
 Copper 2: 2 Copper Treasure, 2 Conquest Tokens, 1 Curse
 Copper 3: 2 Copper Treasure, 3 Conquest Tokens, 2 Curses
 Silver 1: 2 Silver Treasure, 2 Conquest Tokens
 Silver 2: 2 Silver Treasure, 3 Conquest Tokens, 1 Curse
 Silver 3: 2 Silver Treasure, 3 Conquest Tokens, 2 Curses

A Simple Problem

By Nostromo

Scenario Background

You searched for weeks looking for the lost temple of Arabis. You entered the temple and made your way through its dungeons to retrieve the ancient Goblet of Souls. That was the easy part.

Once you grabbed the artifact from its resting spot the temple rumbled and stirred...

...Grinding stone echoes in the distance and dust clouds your vision as the chamber behind you collapses into the earth.

Luckily you still have your map. Reading the map notes left by the previous owner it indicates that a transport glyph should be close by.

Now all you have to do is find it.

Mission Goals

You must escape the Temple of Arabis so you can claim your newly found artifact. You start with 6 conquest points and get some extra gear to start with.

Each player starts with 400 gold and the Overlord draws 1 Copper treasure for each hero participating in this quest. The heroes may purchase these starting items in addition to any of the items in the town deck.

Ignore any "Treasure Cache's" that show up in the initial draw by replacing them with a new card and simply shuffle them back in the deck. Any treasures remaining from the initial draw are discarded from play should the heroes choose not to purchase them before the quest begins.

The Overlord starts the quest with 8 cards and zero threat. The Overlord may choose 1 power card to start with from the following: Doom, Brilliant Commander or Trapmaster.

Feel free to read this to the heroes as well or just paraphrase--either way the below should be public knowledge before the quest begins.

The Goblet of Souls is a powerful artifact that binds itself to its owner giving powerful teleportation and resurrection abilities. When a hero dies, and goes to town, he returns back in the dungeon adjacent to the hero who possesses the Goblet of Souls. Obviously, (since there are no glyphs in this scenario) the only way to get to town is by dying. To return, a hero just simply enters the dungeon adjacent to the hero who is holding the Goblet of Souls as if coming through a transport glyph (one movement point).

Give the artifact token Shield of the Dark God (to represent the Goblet of Souls ONLY) to whomever wants to hold it. It takes up 1 'other' slot and gives the possessor +1 movement. It can be given to other players or dropped as per the normal rules for items and relics. If the owner of the relic is killed the relic is dropped on the spot where the hero died. The OL can pick up the Relic with one of his creatures and it will give it +1 movement as well. A monster who is killed carrying it just drops the relic where it died for heroes or other creatures to pick up. If at the end of the Overlords turn a monster has the Relic, the Overlord gets to

draw 1 card and gains 3 threat.

If the OL gets a total party kill in one turn and there is no way to enter back (because all heroes are back in town) then the Overlord wins and the Goblet of Souls is lost forever.

The Heroes may sacrifice the Goblet of Souls for 3 conquest points if they choose. This denies them the ability to return back to the dungeon and +1 movement but may provide a valuable option toward the end of the quest.

If the Heroes still possess the Goblet of Souls when they complete the quest they get an extra 3 conquest points or something real cool when the campaign expansion comes out :)

Area 1

Dust dissipates as you open the door. You hear the unmistakable sound of scything blades to your right...You wonder what could be down the left...

Area 2

Great. As if the room ahead, full of monsters wasn't bad enough...

On the bright side, there seems to be piles of treasure lying around from adventurers that met their fate with a large boulder.

Area 3

Here stands the Golem Titan. He was built decades ago by the Temple's former occupants to guard the exit from those not ordained to hold the Goblet of Souls. The golem charges forward, his gem-eyes crackling with lightning...

Toward the back of the room is a Transportation Portal. Something doesn't look right--it sizzles and pulsates abnormally. Unfortunately, it doesn't look safe for travel.

Titan is just like a Master Golem except he has 8 more health, 9 armor and 4 movement. His Melee attack also gains the Bleed ability. In addition, he has an alternate attack to his melee should you choose. Both of his attacks look like the following:

EyeBolt:
White, Green, Black, Black
Bolt, Pierce 2, Daze

If you choose to invoke the EyeBolt instead of his Melee attack it costs 2 threat to do so. However, the Golem still only gets 1 attack per turn as normal.

Melee:
Red, Green, Yellow, Black
Bleed

Read the following if a hero ends his movement on the encounter token and Titan is still Alive.

One of the activation gems is missing on this malfunctioning Portal.

Read the following if a hero ends his movement on the encounter token and Titan has been defeated:

You pry the glowing gem from Titans socket and place it in the missing activation slot of the malfunctioning Portal.

Remove the encounter token and replace it with an activated Glyph.

If the heroes activate the Portal and get to town with a positive number of Conquest tokens, they have won. Read the following if they still possess the Goblet of Souls:

Congratulations! You have entered the sunken temple of Arabis and have conquered its powerful relic and its deadly minions. Perhaps you will sell the Goblet of Souls on the open market to the highest bidder. Or, perhaps keep it and study its powers to unlock the secrets of immortality.

Regardless, you have won the day and have survived to tell the tale.

You receive 6 conquest points for your endeavors. (3 for the quest and 3 for escaping with the Goblet)

If the heroes activate the Portal and get to town with a positive number of Conquest tokens, they have won. Read the following if they DO NOT possess the Goblet of Souls:

The forces of the temple managed to get the Goblet back from your grasp. Fortunately, you survived the temple and defeated many of its forces. Perhaps someday you will reenter the temple to once again attempt to reclaim the Goblet of Souls.

You gain 3 conquest tokens for your efforts.